

Kendall Lui

Website: thekendall.io

Education

University of California, Davis

Expected June 2018

Bachelor of Science in Mechanical Engineering, Minor Computer Science (Undeclared)

- Dean's List Fall 2015, ASUCD EFund Entrepreneurship Grant Recipient

Skills

Computer Skills:

CAD & 3D modeling: Solidworks, Fusion360, ESPRIT;

Operating Systems: Mac, Ubuntu, Windows, Debian;

Programming Languages: C/C++, Java, Python, Arduino, Processing, Swift, Matlab, Javascript, Ladder Logic;

Adobe Creative Suite: Photoshop CS6 (Adobe Certified Associate), Premiere Pro, After Effects, Illustrator;

Technical Skills: Shopbot Desktop CNC Mill, Type A Machines Series 1 3D printer (2013), Makerbot Thingomatic 3D printer, CubeX Trio 3D printer, 5+ Years FDM 3D Printing, Manual Lathe, Bridgeport Manual Mill;

Experience

Bloom Energy (Sunnyvale)

June 2016 – September 2016

Equipment and Infrastructure Intern

- Supported the Equipment and Infrastructure team in performing tests and making modifications to the automated Fuel Cell manufacturing lines.
- Designed modifications for existing machines to reduce wear and improve factory yield.
- Improved factory safety by performing analysis on wire rope, specifying an appropriate replacement, and implementing a maintenance schedule.
- Assisted process engineers with creating a thermal profile to better understand the equipment performance.
- Designed, built, and tested a safety fixture to help operators change print screens safely and efficiently.
 - Developed various concepts and performed design reviews with Equipment, Process, and Maintenance teams.
 - Made all mechanical designs in Solidworks and worked with various vendors to manufacture parts.
 - Assembled all components including electrical and pneumatics.
 - Programmed PLC using Ladder Logic.
 - Tested to insure that the fixture would perform reliably and accurately.

Engineering Student Startup Center (University of California, Davis)

October 2013 – March 2015

Student Manager, Equipment Lead

- Created training material for the center's equipment (CubeX 3D Printer, ShopBot Desktop CNC, Next Engine 3D Scanner).
- Taught various workshops on 3D printing, CNC Milling, and CAD.
- Managed and maintained all of the center's prototyping equipment including making repairs when necessary.

SME UC Davis Chapter (University of California, Davis)

August 2014 – June 2015

Additive Manufacturing Technical Team Lead

- Led a research team in the research and development phase of designing a 3D printer to print using sucrose.
- Educated UC Davis SME members about different Additive Manufacturing Processes and their capabilities.

Marcel S. Garrigues Company (R Markey & Sons, San Francisco)

August 2014 – September 2014

Lead Developer

- Designed and implemented a web application to increase company productivity.
 - Used the Django web framework with object-oriented design.
 - Created both the frontend and backend of the application using various API's.

CITY Guide Internship (Children's Creativity Museum, San Francisco)

May 2011 - September 2013

Team Leader, Exhibit Developer

- Developed and installed a permanent interactive stop-motion exhibit.
 - Used Processing to interface with a camera and arduino to interface with arcade buttons.

Boy Scout of America (Golden Gate District, San Francisco)

August 2009 – May 2013

Eagle Scout